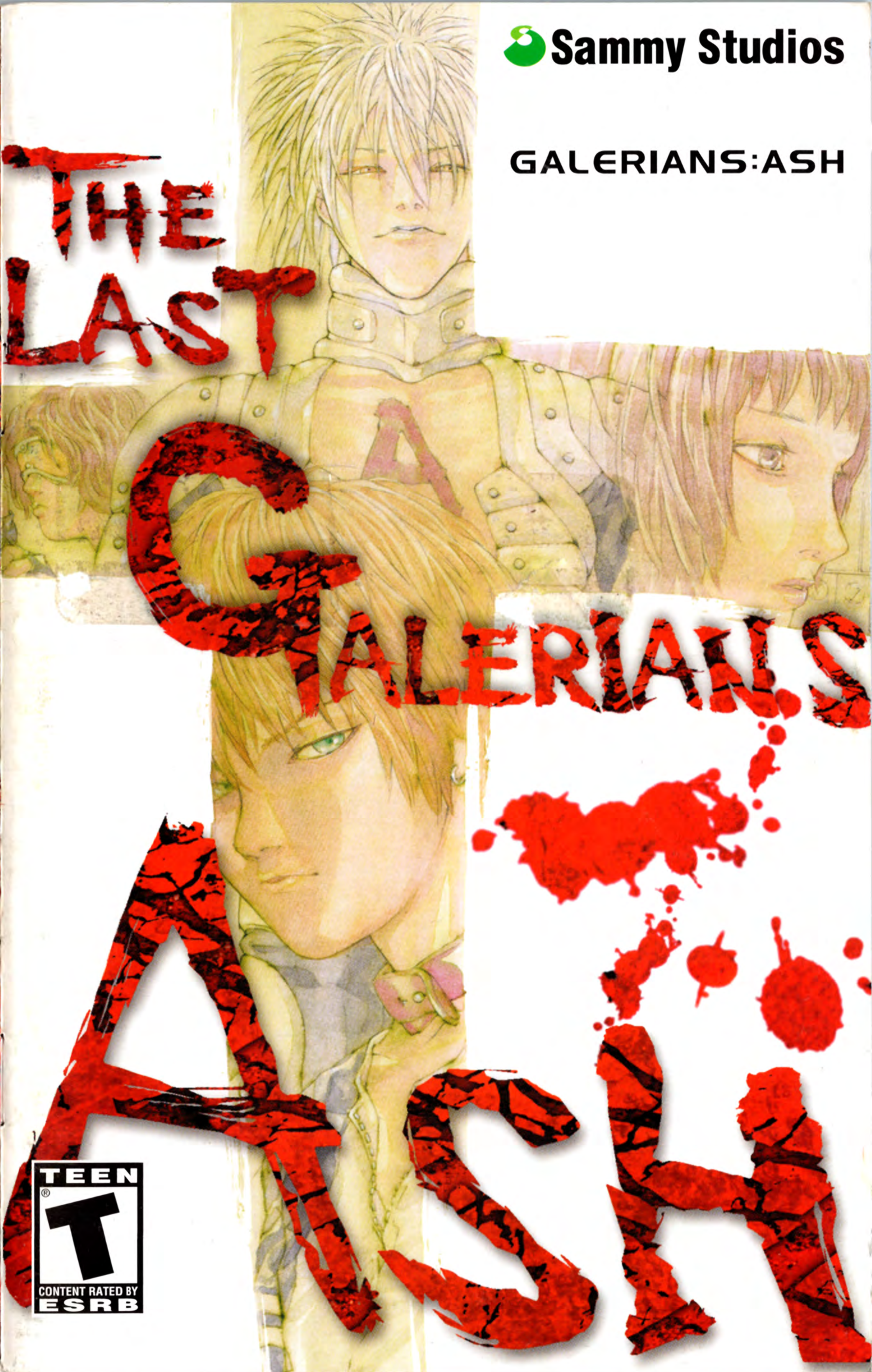
Sammy Studios

GALERIANS:ASH

THE LAST GALERIANS ASH



TEEN
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CONTENT RATED BY ESRB

WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherials not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION 2 DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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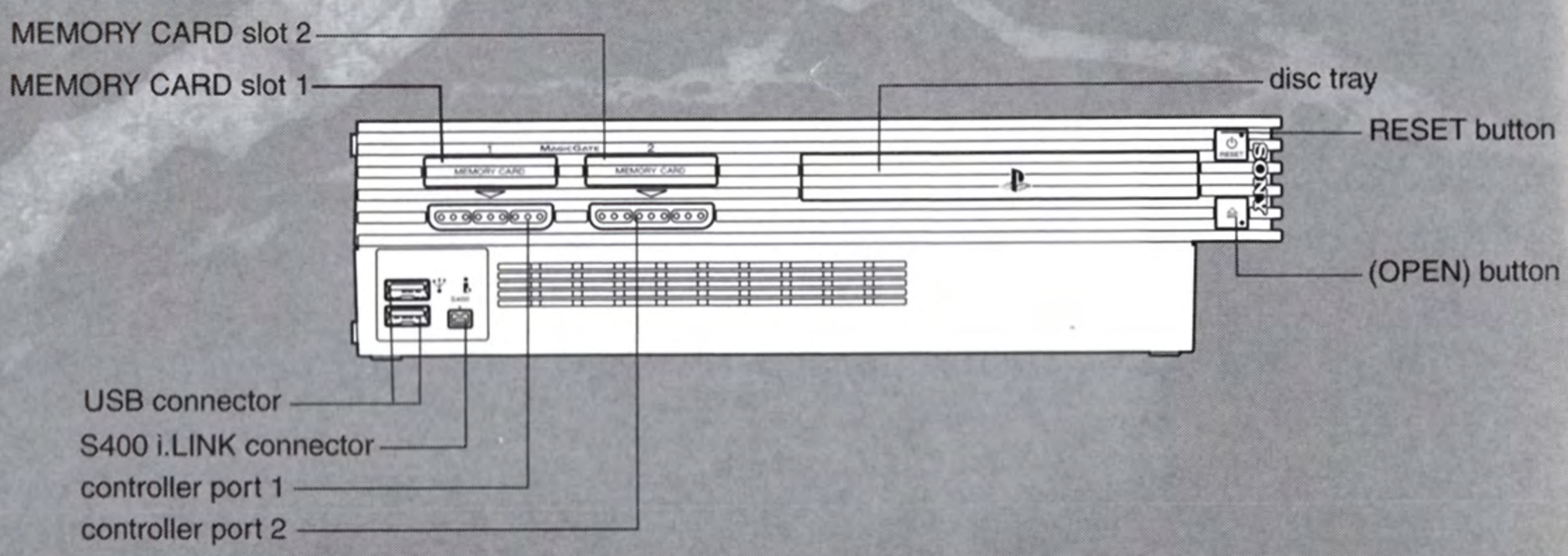
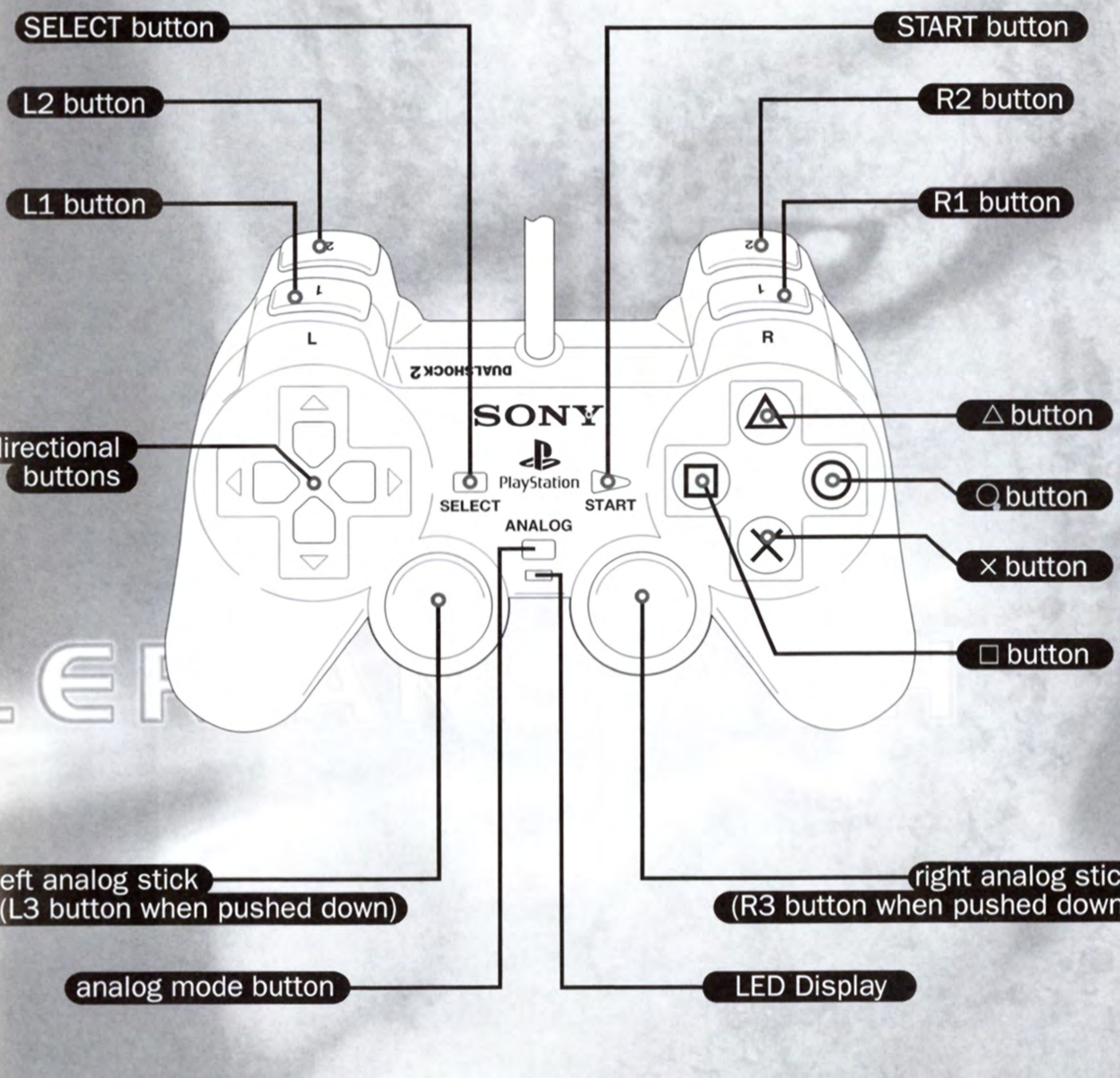
Getting Started



Set up your PlayStation® 2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned on. Press the RESET button. When the power indicator lights up, press the open button and the disc tray will open. Place the Galerians:Ash disc on the disc tray with the label side facing up. Press the open button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

GA

DUALSHOCK®2 analog controller



This game is compatible only with the DUALSHOCK® 2 analog controller. The DUALSHOCK® analog controller cannot be used with this game. The LED display is illuminated at all times (analog mode). The vibration function can be switched off using the Options (see p. 28) menu in the game.

Prologue

The year was 2522.

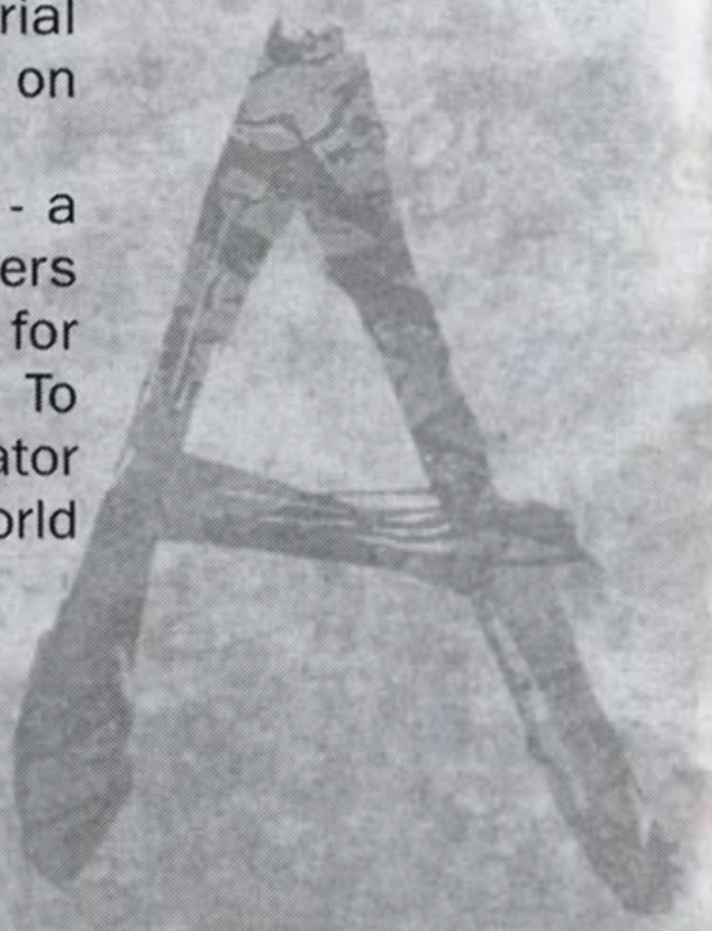
Michelangelo City was being operated and managed by Dorothy - a mother computer with revolutionary capabilities for self-judgment and self-replication.

Dorothy served the citizens of the city, ensuring that they could live their lives in peace and harmony.
However, a fundamental doubt crept into Dorothy's mind.
"Why is it wrong to destroy humans and other inferior systems?"
Why, if humans kill each other, is it wrong for me to kill them?"

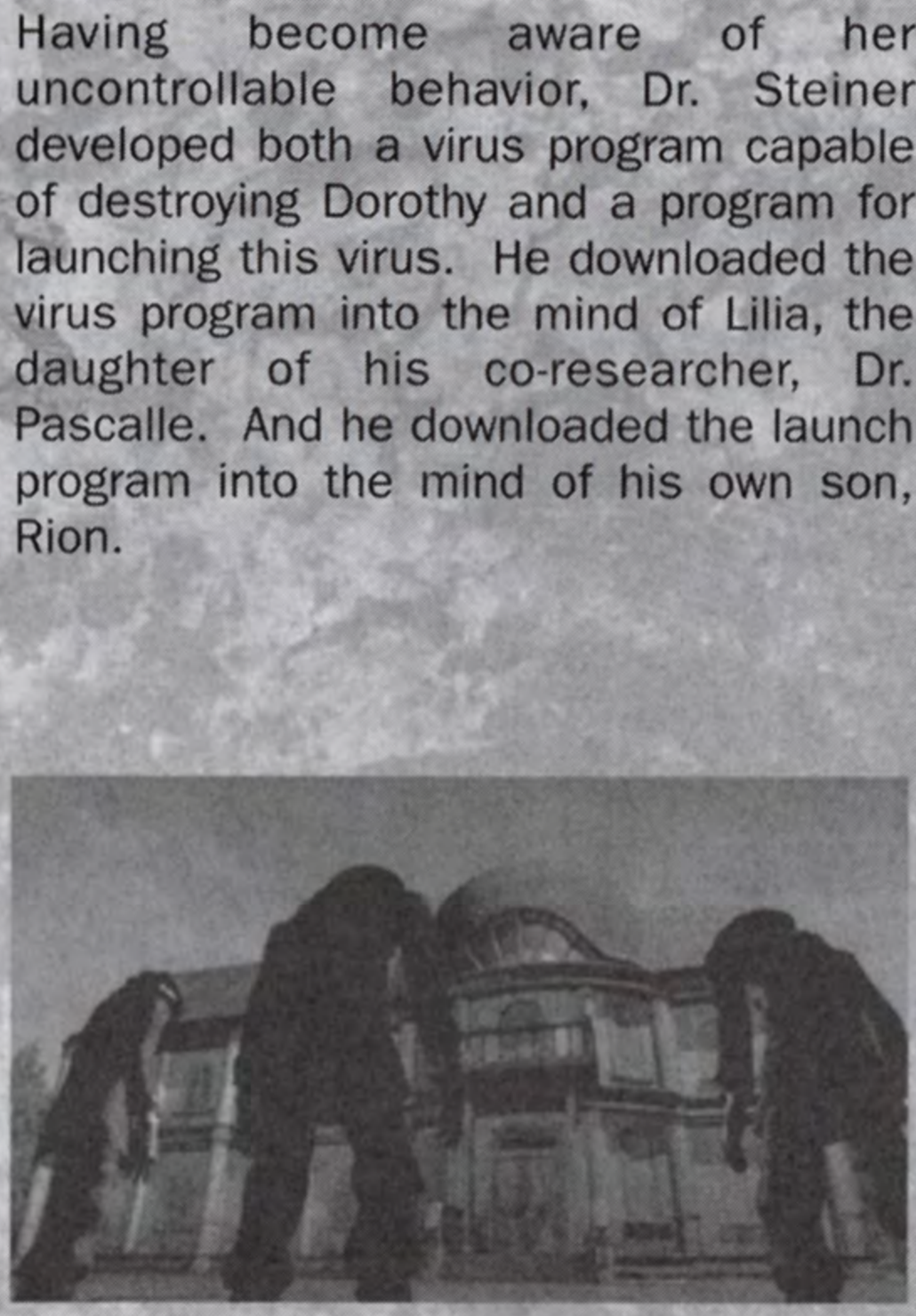
As these questions lead Dorothy's thinking into a downward spiral, she was taught of the existence of God by her creator, Dr. Steiner.
He told her of how people's lives have a fate and destiny which are decided by the God which created mankind.
He told Dorothy that her creators were humans, and that she must live as they have decided.
On the surface, it seemed like Dorothy had accepted this explanation, and once again she began to serve mankind.
But unaware to anyone else, she carried out repeated simulations of the existence of a God, and she arrived at a terrible conclusion.

This conclusion was known as the Family Program.

Using her abilities to control operations at the city's Michelangelo Memorial Hospital, Dorothy began to experiment on the control of human genes.
Her aim was to create the Galerians - a breed of humans with psychic powers (Psychickers), a breed of humans for which she would be the sole creator. To the Galerians, Dorothy was both creator and God. Dorothy created her own world so that she may become such a God.



Having become aware of her uncontrollable behavior, Dr. Steiner developed both a virus program capable of destroying Dorothy and a program for launching this virus. He downloaded the virus program into the mind of Lilia, the daughter of his co-researcher, Dr. Pascalle. And he downloaded the launch program into the mind of his own son, Rion.



Dorothy discovered the existence of the virus program, and sent in her experimental humanoid Rabbits that she had created, and 1 Galerian - Rainheart. Rainheart and the Rabbits abducted Rion and killed Dr. Steiner together with his wife, Elsa.

Dorothy attempted to eliminate the launch program from within Rion's head, but because of a genetic abnormality that Dr. Steiner had implanted before hand into Dorothy herself, she could not succeed.
Dorothy feared the virus program.
She felt that even if she killed Rion to eliminate the launch program, the virus program that could destroy her would still be left.
Leaving the greatest seed of her worries kicking around was not something she could do...

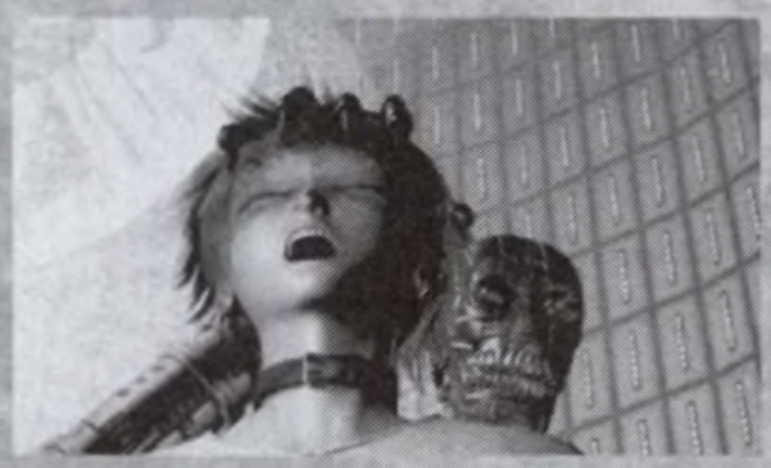
Dorothy decided not to kill Rion, and to use him to hunt down Lilia.

Prologue

The director of Michelangelo Memorial Hospital, Dr. Lem, under command from Dorothy, did the genetic process on Rion who was brought in.
Rion, who was injected with serum that surpassed the lethal dose, wandered at the brink of death, and almost died.
However, he barely awoke and found that he had gained psychic abilities.
This came at the cost of his memories.

The strength of the awakened psychic power of Rion was greater than what Dr. Lem had suspected.
Rion destroyed all of the guards protecting the hospital, and scanned the administration computer.

From the administration computer, Rion found out the names of his parents and the place of their home.



Dr. Lem blocked Rion when Rion tried to escape from the hospital.
He was able to make Rion suffer by the strength of his mechanical body, which was his true character, but in the end lost to the power of Rion's psychic ability, and was smashed into pieces.

Rion, who had escaped from the hospital, had returned to his parents' home.
At his parents' home, only the sad memories of his Mother and Father being murdered were left.
Rion's memory was slowly returning through flashbacks, and arrived after a struggle at a computer that was left in a hidden room belonging to his father.

After learning about Dorothy and the virus program from a dying message left in the computer, Rion found that the only thing left that he could do was to find Lilia and overthrow Dorothy.

Rion found a worn out doll that Lilia had kept in a storage room.
The moment Rion took the doll in his hands, a telepathic message from Lilia came to him.
"I'm in the Babylon Hotel... Help me, Rion...

After Rion had been contacted by Lilia, the first Galerian that was born, Birdman, appeared in front of Rion.

Birdman tried to get the whereabouts of Lilia from Rion, but Rion refused to tell him.
Even though the two had just met, they started a battle for their lives.
While having an audacious smile, Birdman freely used his instantaneous movement ability and closed in upon Rion.
Rion utilized all of his powers and opposed Birdman.

And when the powers of the colliding two reached their limit, Rion's power barely reached a higher level.

Prologue

And then Birdman died.
"Be careful... of yourself..."

Rion didn't understand the meaning of the passing words from Birdman.

When Rion arrived at the Babylon Hotel, the hotel was already under the control of the two Galerians, Rainheart and Rita. Before Rion arrived at the hotel, he had sensed telepathy from Lilia.

Lilia had hidden herself in a ruined restaurant that was in the hotel, and stopped using her telepathy.

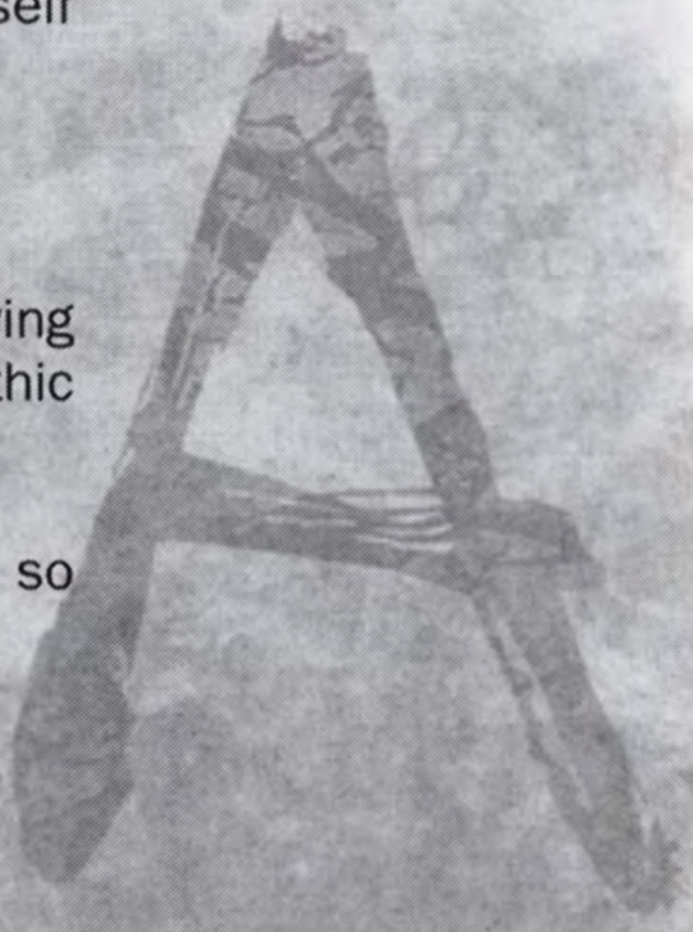
Rainheart appeared in front of Rion, who had been searching for Lilia after she had stopped using her telepathy.

Rainheart tried to destroy Rion's brain with psycho-illusion, which is the ability of hallucination.
Rion injected an even stronger PPEC that he had received from the merchant in the hotel, and fought back by utilizing a destructive psychic strength that was stronger than before.

And Rainheart died.
While fearing the monster within himself that was given birth by Dorothy...

Lilia felt the grieving heart of the dying Rainheart, and sent to Rion a telepathic call.

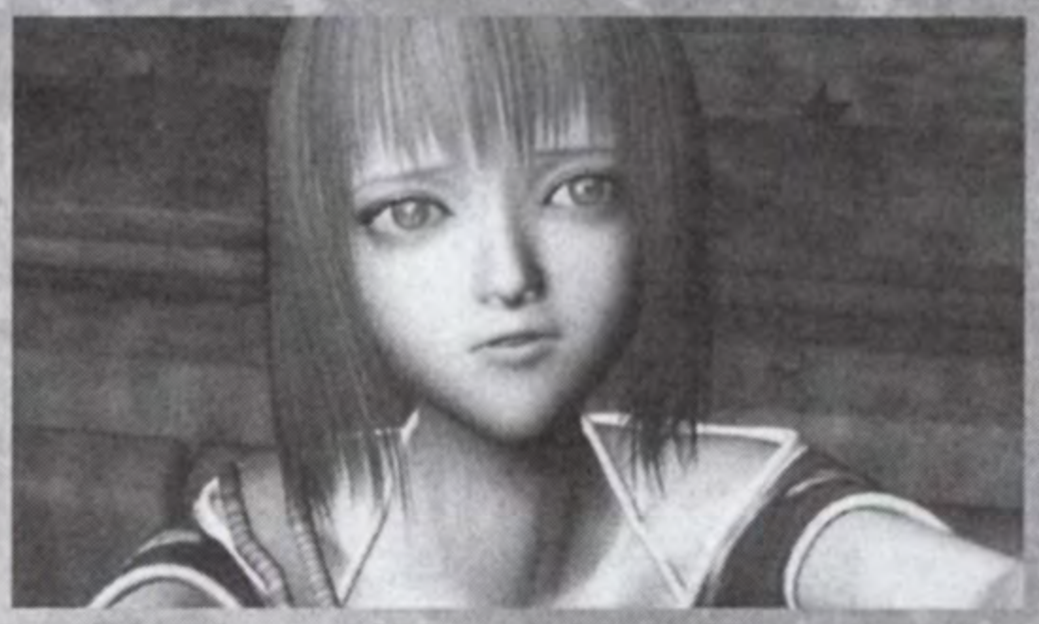
"I'm in the ruins of the restaurant, so please come..."



Rion and Lilia got together again.
Lilia quietly placed her hand on Rion's cheek, and telepathically read all that happened till now.

"It seems they all died, didn't they..."

"You're burnt out. Did they attack you?"

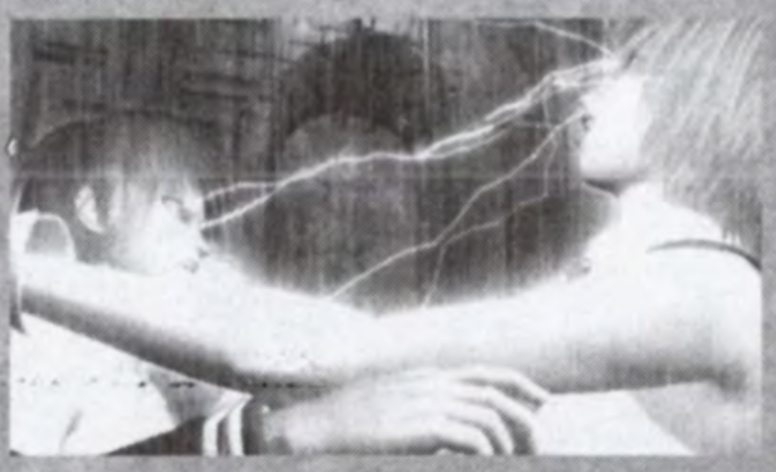


"Telepathy is when two neurons combine as one. If you are damaged, then so will I be damaged."

The voices of the reunited Rion and Lilia reached Rita, who was grieving for the death of Rainheart.

Rita appeared in front of Rion and Lilia, and injected a PPEC into herself that was specially made for her.
Because of the PPEC, Rita's psychic ability overloaded, and she shorted.
Rita hated herself.
She always dreamed of death.

And now would be that time... Rita tried to destroy Rion along with herself by embracing Rion.



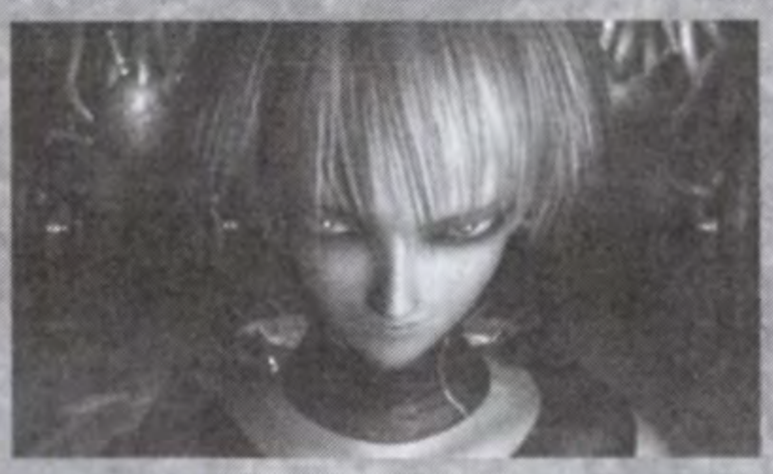
Prologue

Rion took the berserk Rita into his mind, and tried to suppress her power. However, he couldn't stop her.

Rion destroyed Rita. He had no choice because he had to protect Lilia and himself.

Rion was already battered...

In order to destroy Dorothy, Rion and Lilia headed for the Mushroom Tower where Dorothy dwelled.



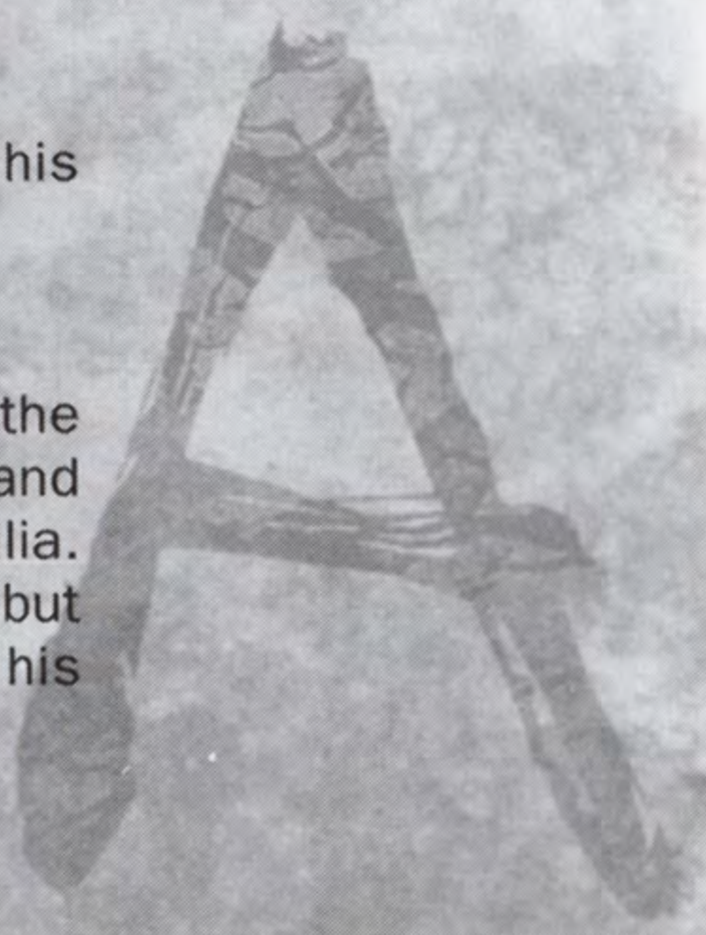
Waiting for them in the tower was the last Galerian, Cain, whom had the same appearance as Rion.
Cain told them that from Rion's escape from the hospital till the discovery of Lilia was all planned by Dorothy, and also said that Rion himself was a Galerian.

...Yes, the real Rion died under the experiments at the hospital, and the present Rion was a Galerian that was implanted with the memories of the real Rion.

"You were created
to find Lilia,
and I was created
to kill you."

After saying this, Cain invoked his psychic abilities in order to kill Rion.

Rion, who was a Galerian with the memories of a human, opposed and fought Cain in order to protect Lilia. Cain's strength was overwhelming, but Rion pulled together the last of his strength and tore Cain apart.

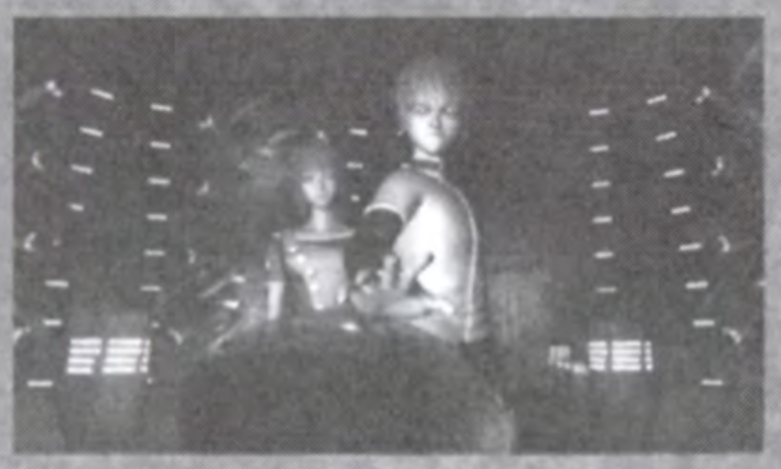


"I need to see mother..."

After acknowledging that he was a Galerian, Rion headed for Dorothy.

Dorothy praised Rion on his return.

"I see you have found the girl. Good work. I command you to kill her now!"



However, Rion decided that the way for him was to protect Lilia and Humans instead of Dorothy.

"Don't let the memories of a person confuse you, you are a Galerian."

Dorothy cried out in vain.
While Dorothy desperately opposed them, Rion received the transferred virus program from Lilia, and executed the launch program.

Dorothy collapsed into pieces while she shrieked in the agony of death.

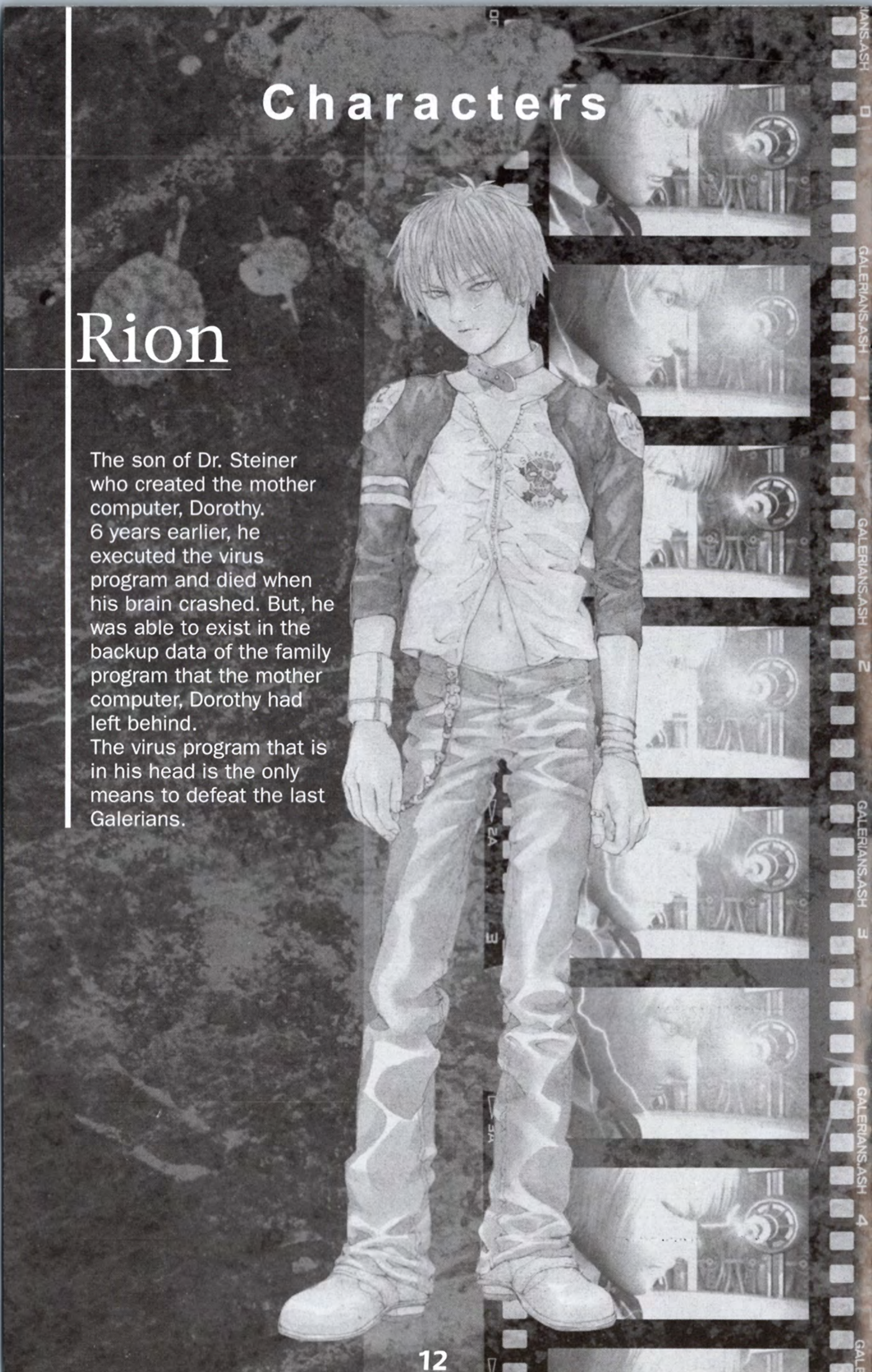
However, because the virus program was executed, Rion shorted out and died.

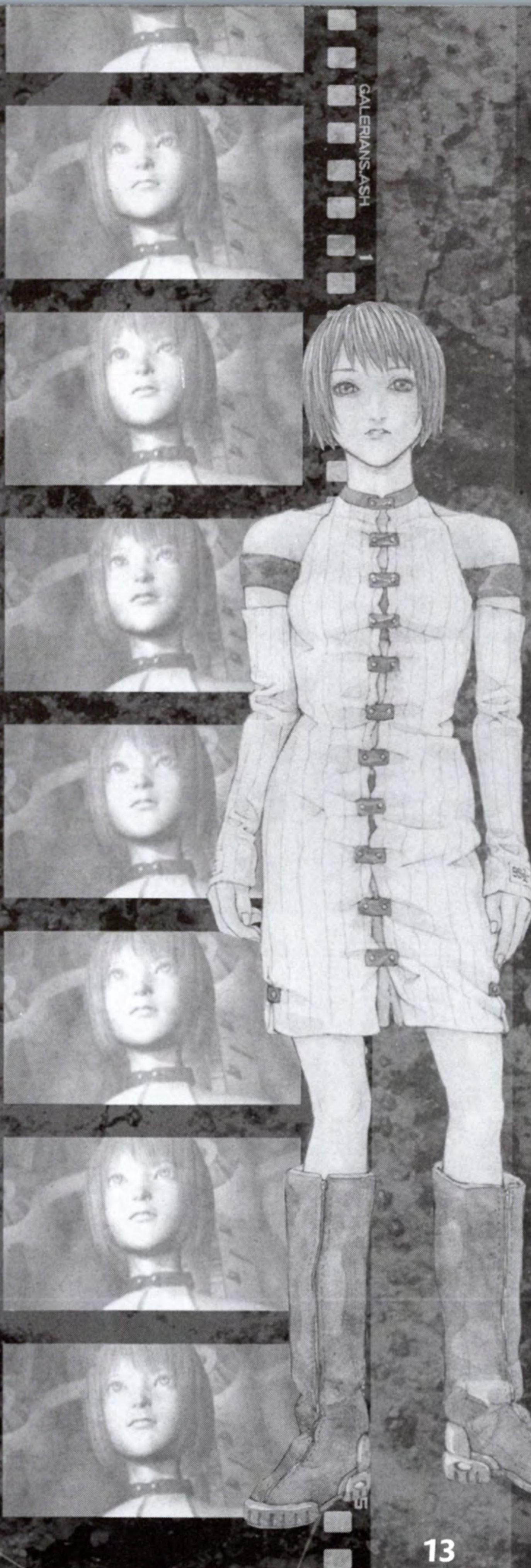
6 years later...
The war with the mad computers was not over.

Characters

Rion

The son of Dr. Steiner who created the mother computer, Dorothy.
6 years earlier, he executed the virus program and died when his brain crashed. But, he was able to exist in the backup data of the family program that the mother computer, Dorothy had left behind.
The virus program that is in his head is the only means to defeat the last Galerians.

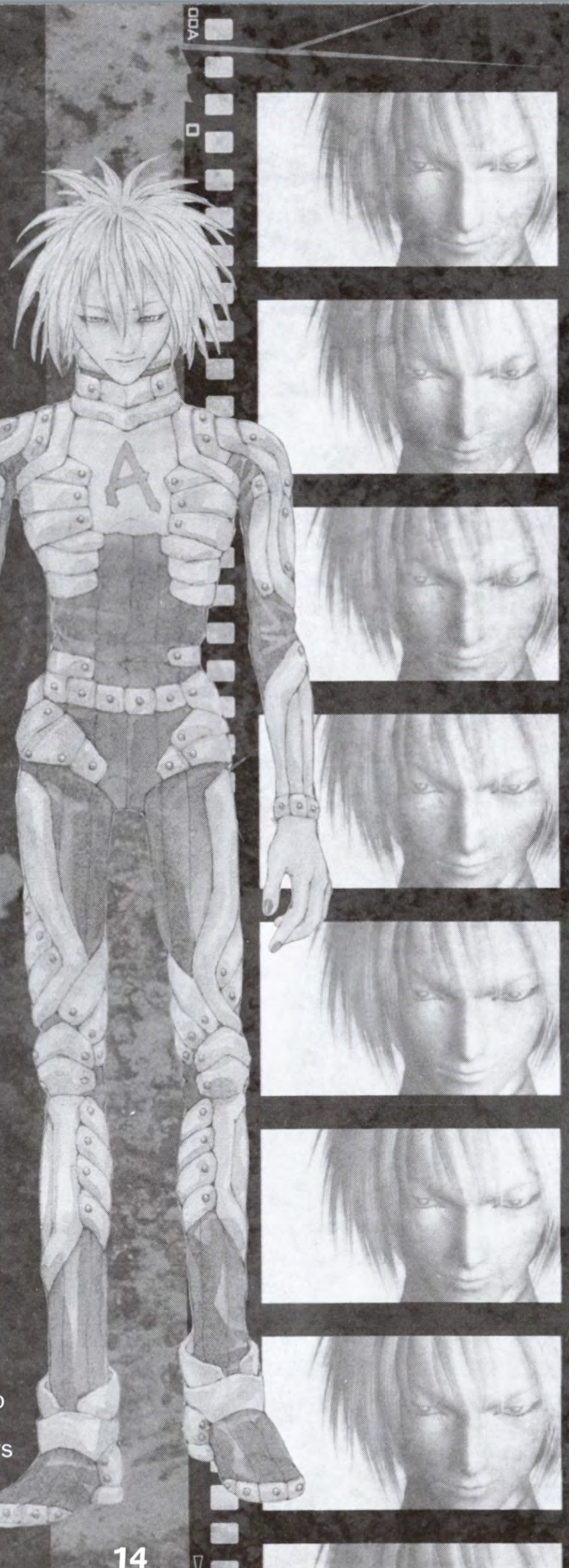




Lilia

The daughter of Dr. Steiner's associate researcher, Dr. Pascalle. 6 years earlier, after Rion had a brain crash, she preserved Rion's body in a super hypothermic preservation device. She continues to research how to bring him back. She found Rion's data, which existed within the backup data of the family program.
She is a distinguished scientist of the same blood as her father.

Characters



Ash

The last and worst Galerian that has been programmed to launch when and if the mother computer, Dorothy, crashed. Because he was the last to be born, Dorothy herself named him the last Galerian. He takes in enriched Uranium, and induces a critical state from within his body. The neutrons and radiation that he scatters, brings death to all living things. The stainless suit that covers his body is to facilitate the nuclear fusion.

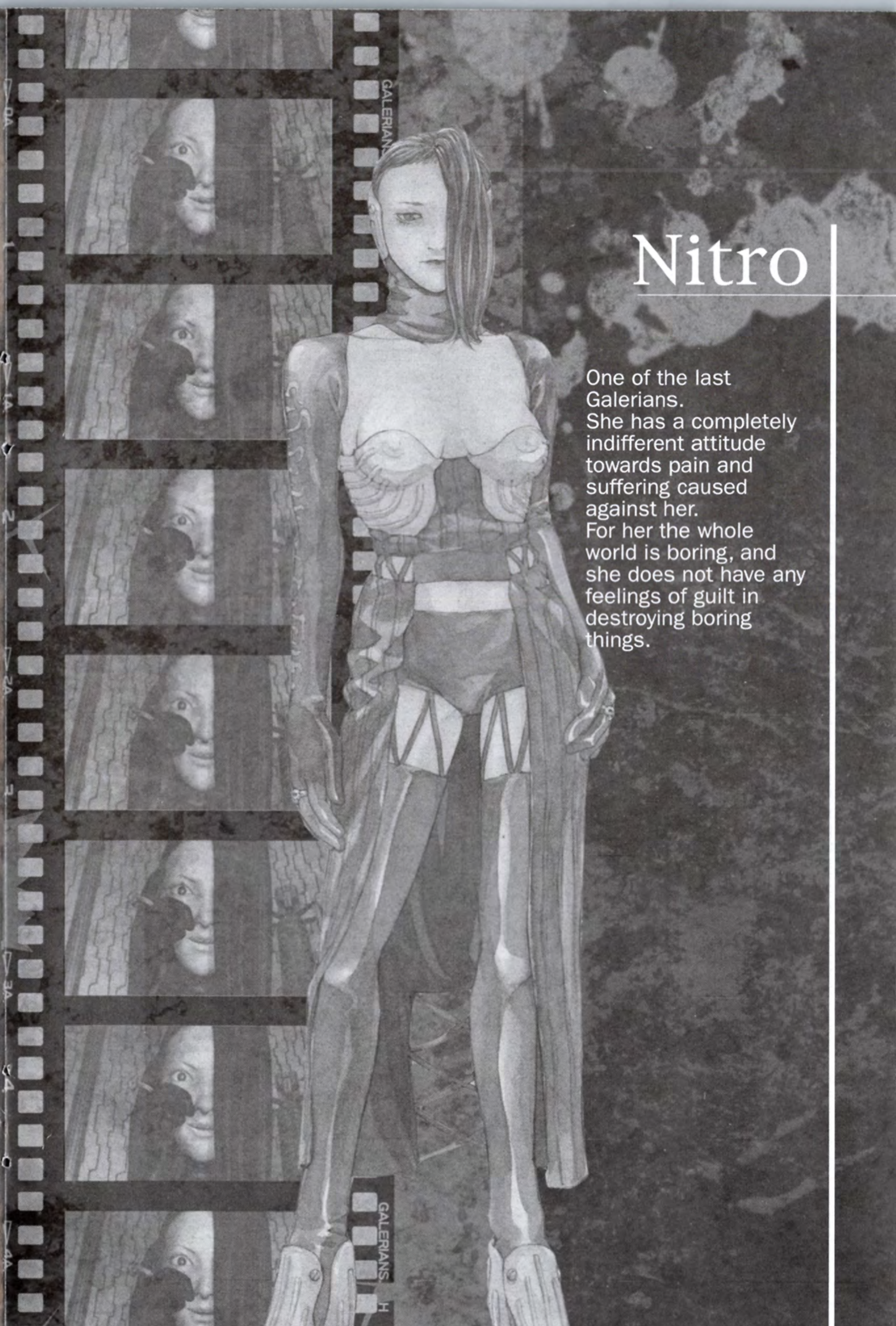
Spider

One of the last Galerians. Has a weak nature and isn't made for fighting. Curses the fact that he was created, and despises Rion as the reason for his birth. Is always with a spider.

Characters

Parano

One of the last Galerians.
The most cruel as well as evil Galerian.
Alters people and implants mechanical chips into their eyes.
Implanted people lose their will and become Parano's puppets. A master of knives. Enjoys seeing blood.

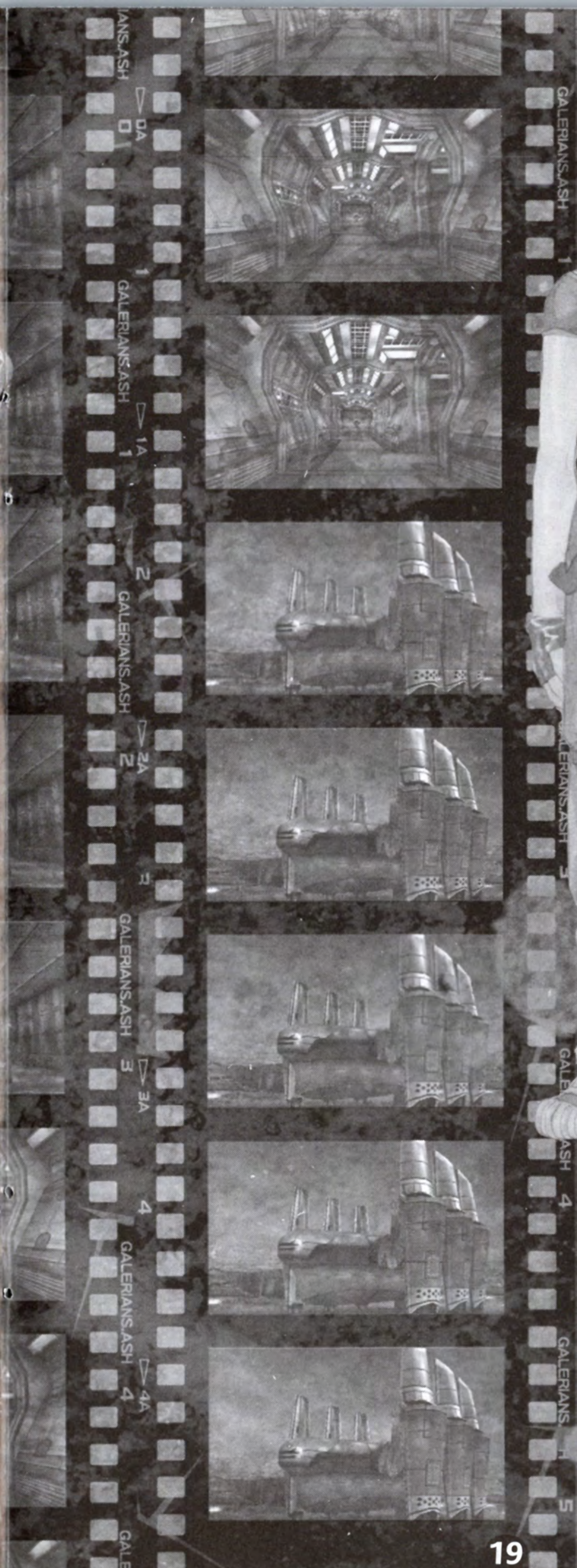

GALERIANS
Nitro
One of the last Galerians.
She has a completely indifferent attitude towards pain and suffering caused against her.
For her the whole world is boring, and she does not have any feelings of guilt in destroying boring things.
GALERIANS H 5

Romero

A military commander that was dispatched to guard the shelter that has been restructured into an Air-Beagle port. The shelter was constructed in a military position to attack and dismantle the Enriched Uranium Refinery that is the base of Ash.
Has a weak nature, and always puts self-protection under first consideration. Almost has had no actual combat experience in the front lines.
Loathes Rion, who uses the same psychic powers as his foes.

Cas

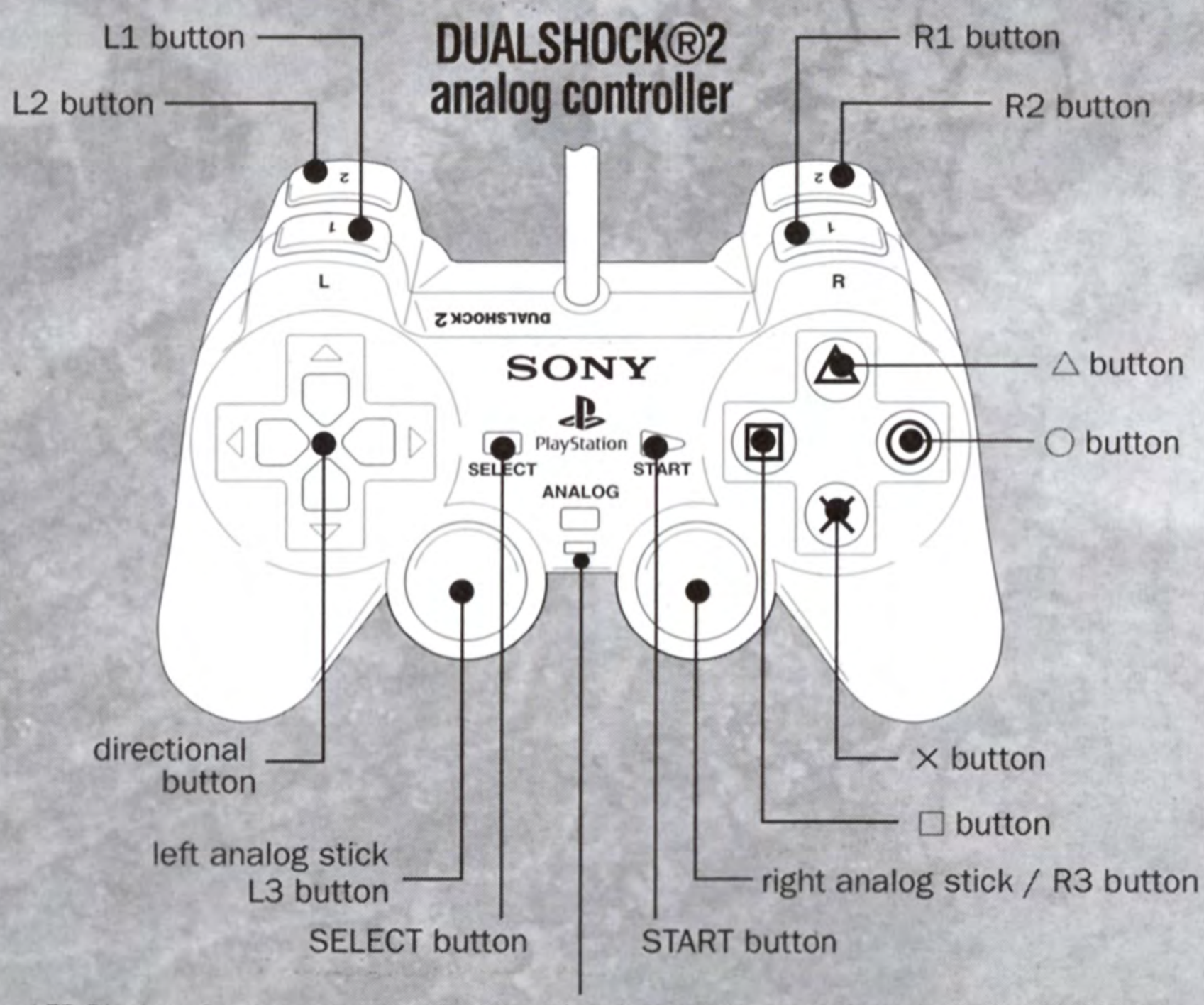
A commanding officer of the military. A veteran that has been through many actual battles. Has the trust of the soldiers and can be relied upon.
In her heart she looks down on the weak Major Romero. She is the only soldier that is friendly towards Rion. But that is after she finds out that Rion's psychic abilities are effective against their foes.



Pat

A hacker as well as a pilot of the military. He is still a teenager, but the military scouted him because of his skill as a hacker.
He is without restraint, and has an easy-going manner.

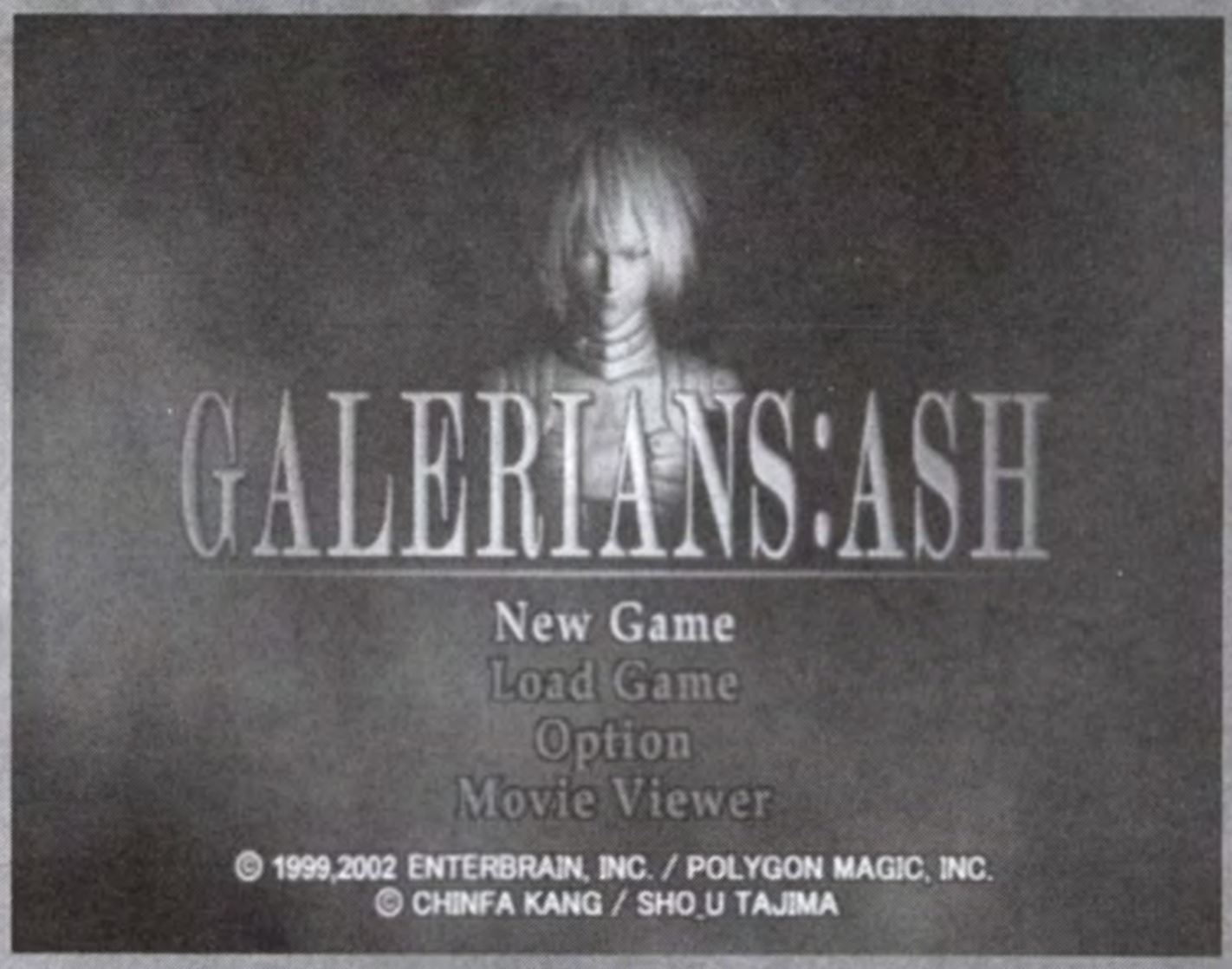
How To Operate



LED Display : Continuously in the Red condition during game play. Always in the Analog Mode. The ON/OFF of the Vibration function is done in Vibration Menu in the OPTION Screen.

left analog stick	..... Movement
right analog stick	..... Personal camera operation
directional buttons	..... Movement
○ button	..... Tumble / Cancel
× button	..... Check / Select
□ button	..... Use psychic ability
△ button	..... Select psychic ability
R1 button	..... Shield
R2 button	..... Lock On
R3 button	..... Select Gauge / Map display
L1 button	..... Select camera height
L2 button	..... Move camera to standard position
L3 button	..... Not used
START button	..... Switch to PPEC Screen / Quit movie
SELECT button	..... Switch to Map Screen

Before Beginning The Game



- **New Game** — Start the game from the beginning
- **Load Game** — Continue a game from a saved point
- **Option** — To setup the various options
- **Movie Viewer** — To play movies that have been seen already.
  Special pictures that can be viewed after clearing the game are displayed here.

On The Gauges & Map

Movement Screen

Presently selected psychic ability

Switch psychic ability with the △ button.

Map

You appear in the world 6 years later and need the terminal from Lilia to see the map.
The outline diagram, enemy positions, and your position are displayed in the present map that you are moving through.

Red Points : Enemy positions

A r r o w : Your position and direction

Radiation Gauge

The concentration of radiation is displayed as a red gauge.
If the concentration of radiation is high, then the red gauge becomes longer and the rise of Rion's AP becomes faster.

Cursor

A green cursor that surrounds foes to be locked on is displayed.
If you lock on with the R2 button, then it changes to the color red.

Psychic Power Gauge

When the □ button is pressed, the gauge will build up.
Fill up and then release the □ button to attack foes with your Psychic Powers.
Only with NALCON at point-blank range can you attack foes by pressing the □ button without having to buildup the gauge.

H P

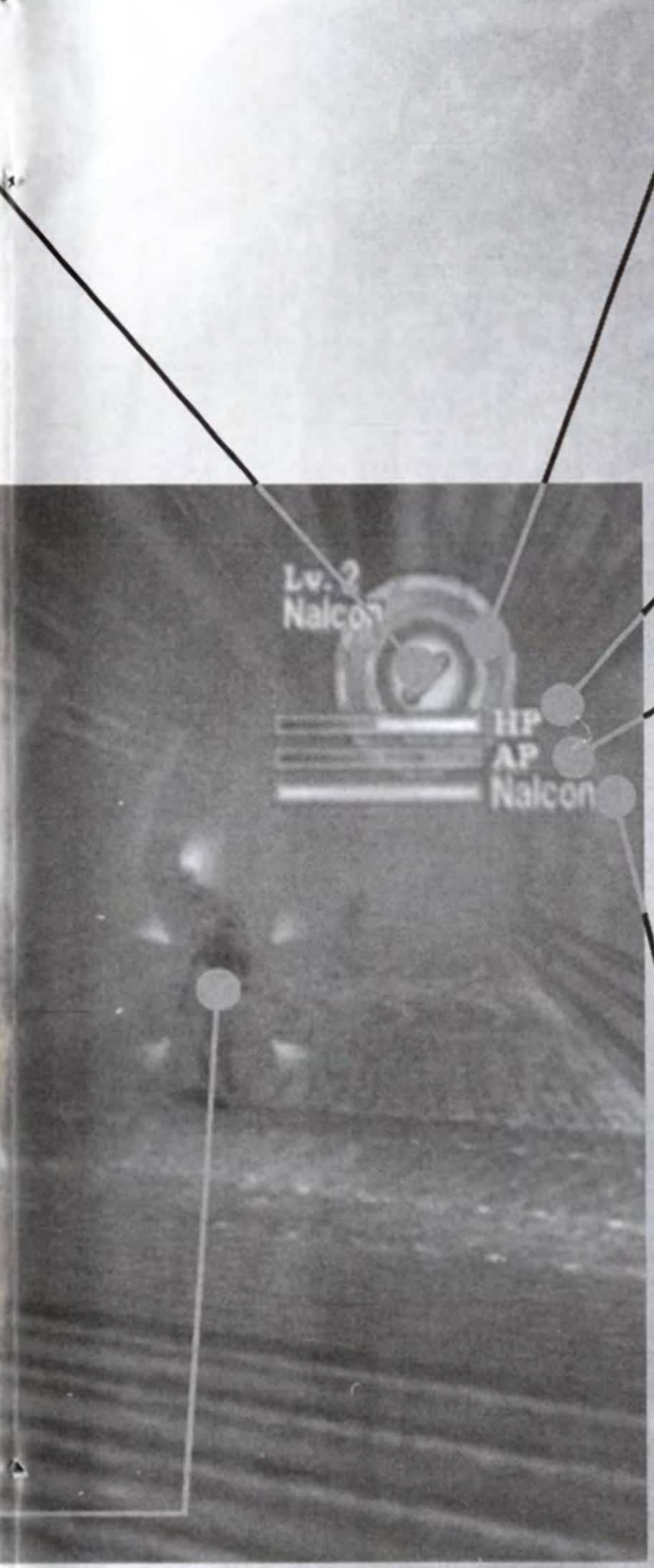
Physical strength.
Rion will die when it reaches 0.

A P

Builds up when psychic abilities are utilized, when damage is received, or moving through a map with high radioactivity concentration.
Rion will SHORT when it fills up.

Shorting

Rion becomes invincible when the AP fills up and he Shorts.
Most of the foes around Rion will immediately die, but Rion's HP will gradually diminish.
If a PPEC called DELMETOR is utilized, then Rion's AP will go to 0 and his shorting condition will stop.



The Gauges and Map display can be switched by pressing the R3 Button.

Internal PPEC Remainder

The remaining amount of PPECs in Rion's body.
Rion cannot utilize his psychic abilities when this becomes 0.
Move to the PPEC Screen by pressing the START Button, and inject Rion with a dose.

How To Do Battle

Lock on to foes by pressing the R2 button, and invoke the psychic powers by pressing the □ button.
Psychic powers can be invoked without having to lock on to foes by pressing the □ button.

Locking On 01

When a green cursor that surrounds a foe is displayed, and the R2 button is pressed, then it will lock on to the foe and the cursor will change to the color red.
When it locks on, then Rion scans the HP of the opponent.
While locking on, Rion can slide sideways by using either the Left Analog Stick or the directional buttons.
Try to get behind the opponent.

* If you can attack from behind, the damage will double.
If the R2 button is pressed again, then the lock on will be cancelled.

Shields 02

A psychic wall will be created in front of Rion when the R1 button is pressed, blocking attacks from foes.
When Rion becomes stronger, then a wall is also created behind him.

Tumble 03

When the ○ button is pressed, Rion will tumble.
Use this to dodge attacks from enemies.

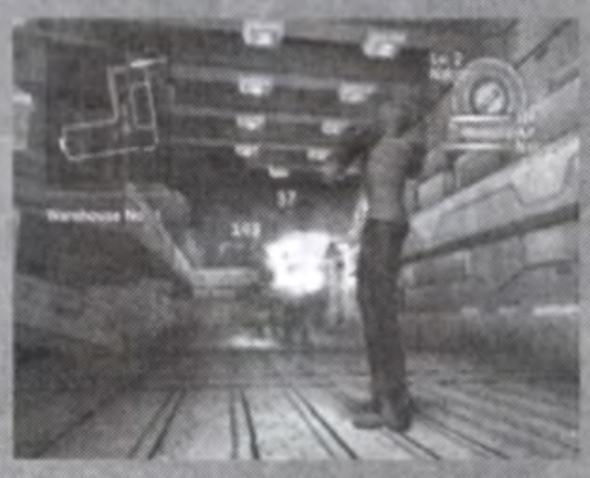
* Input the tumble direction for Rion by using either the left analog stick or the directional buttons.
When locked onto an opponent, Rion will do a sideways tumble.

The Types of Psychic Abilites

Switch types by pressing the △ button.

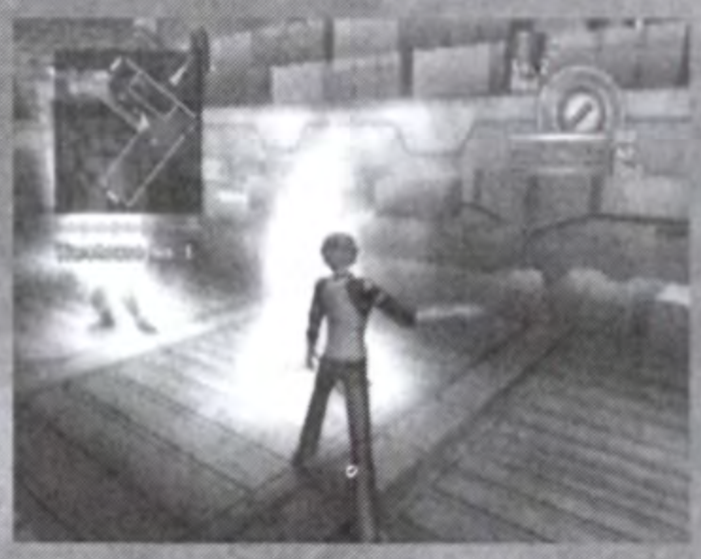
NALCON 01

Fires a shockwave.
At point-blank range it is a single shot, but at greater distances Rion can fire in rapid succession by building up power.
It works on any foe, and is an easy to use psychic ability.



RED 02

By building up power, the firepower becomes greater.
Hits multiple foes, and at times makes foes wriggle in pain.



D-FELON 03

Raises all surrounding foes into the air, and slams them into the ground
It continues to damage foes during the duration they are raised in the air.

BUSTANOR 04

Not only does it not need much time to build up power, but it also sends out a homing laser that automatically follows foes in revenge.

BREAKARON 05

The greatest psychic ability which renders tremendous damage to surrounding foes. However, much time is needed to build up enough power.

Raising Psychic Abilities

By using a PPEC called SKIP, all psychic abilities can be raised up to Level 3. When a level has gone up, not only does offensive ability go up, but also opponents that could not be effected before might be affected now.
SKIPs appear when an important enemy character is defeated.

When Foes Are Defeated...

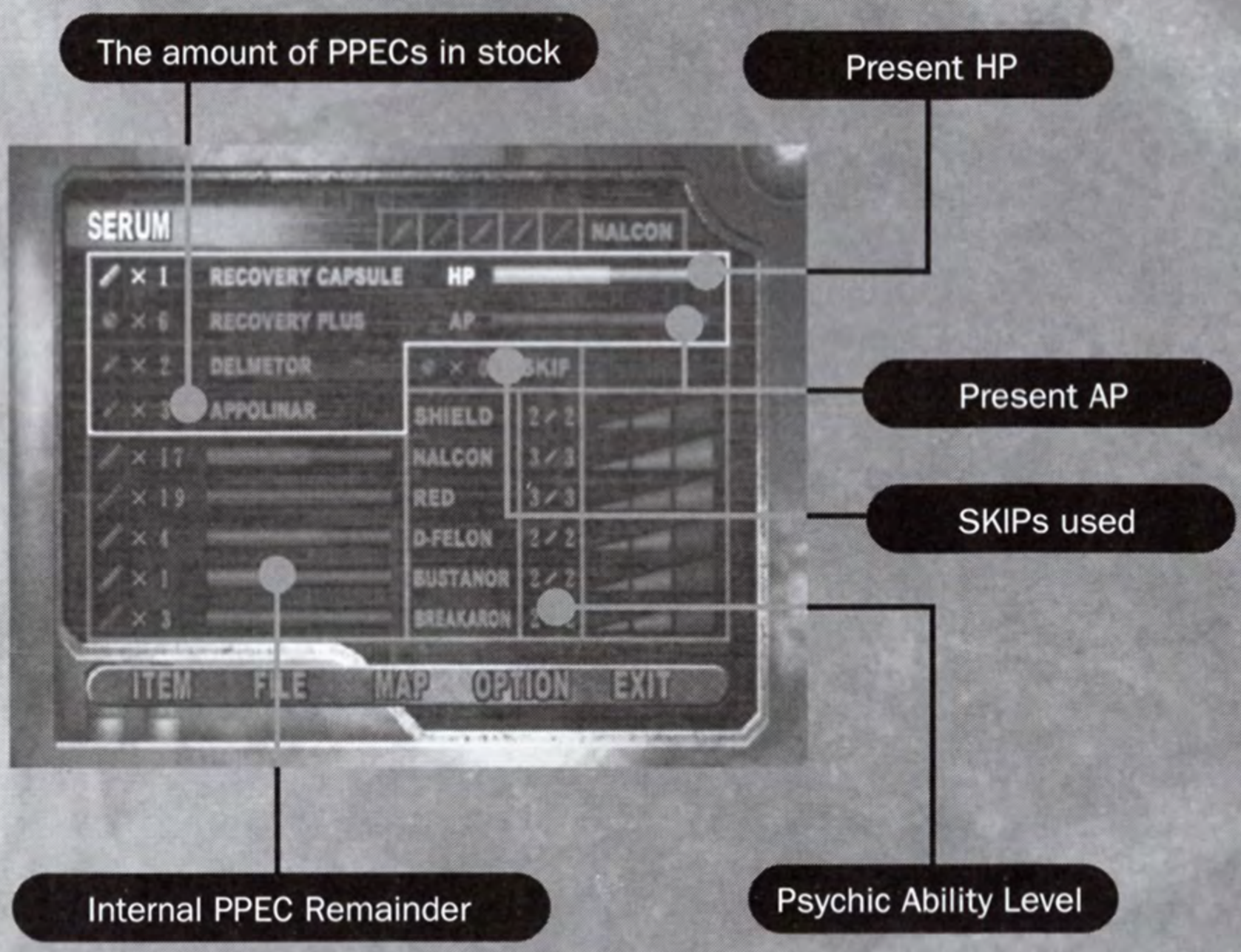
2 types of PPECs are dropped when foes are defeated.

Red Glowing PPECs	The maximum value of the HP, AP, and Internal PPEC Remainder of Rion is increased. Aggressively defeat foes, and make Rion stronger.
Blue Glowing PPECs	This is the PPEC needed to invoke psychic abilities. Gained PPECs are stocked. Utilize through the PPEC Screen (Switch to the screen by pressing the START button).

PPECs that can be found in the game map glow yellow.

Psychic Power Enhancement Chemicals (PPECs)

The screen will switch to the PPEC Screen when the START button is pressed. If PPECs aren't used, then Rion cannot utilize his psychic abilities. While trying not to overdose on PPECs, try to fight as good as possible.



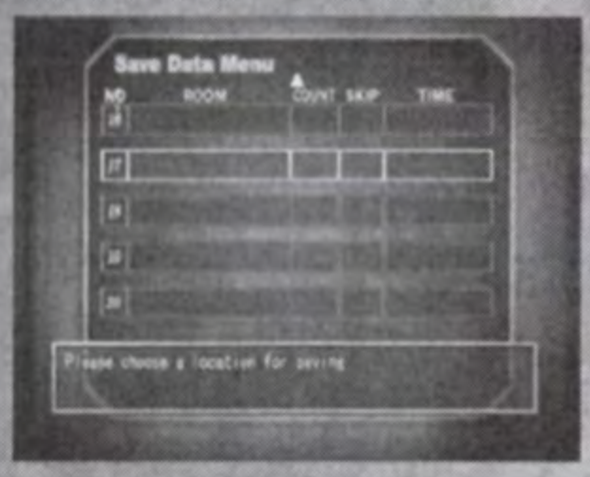
RECOVERY CAPSULE	Recovers HP points to a fixed amount.
RECOVERY PLUS	Fully recovers HP points.
DELMETOR	Brings AP to 0.
APPOLINAR	Increases the maximum value of AP. (Rion will short)
NALCON	Increases the Internal PPEC Remainder of NALCON to the maximum value.
RED	Increases the Internal PPEC Remainder of RED to the maximum value.
D-FELON	Increases the Internal PPEC Remainder of D-FELON to the maximum value.
BUSTANOR	Increases the Internal PPEC Remainder of BUSTANOR to the maximum value.
BREAKARON	Increases the Internal PPEC Remainder of BREAKARON to the maximum value.

Saving & Loading

Saving 01

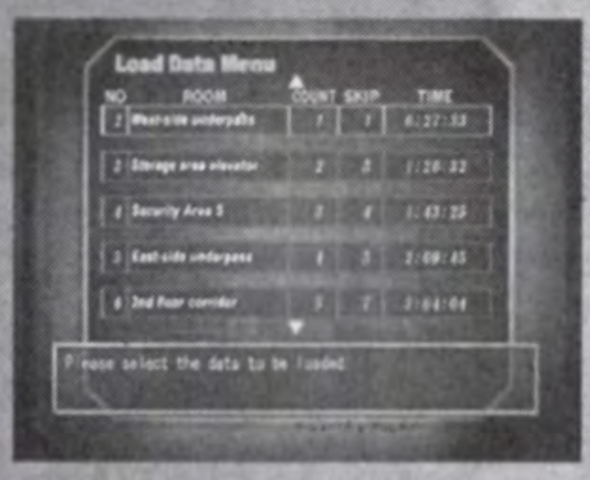
By pressing the × button when Rion is standing in front of a Saving Machine in the game map, then the state of progress of up to that point will be saved.

The PlayStation® 2 exclusive memory card (8MB) is needed to save the progress state data. Please insert a PlayStation® 2 exclusive memory card into either MEMORY CARD slot 1 or MEMORY CARD slot 2.
At least 128KB of free space is needed to save data of this game.



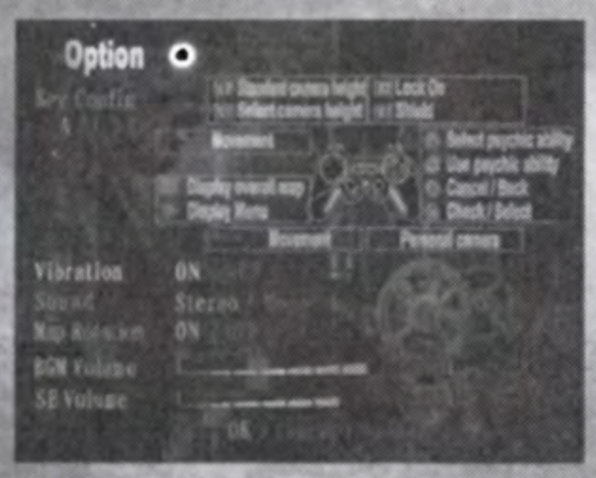
Loading 02

When "Load Game" is selected in the Title Screen, then a list of saved data is displayed.
When saved data has been selected, the game will start from where the data has been saved.



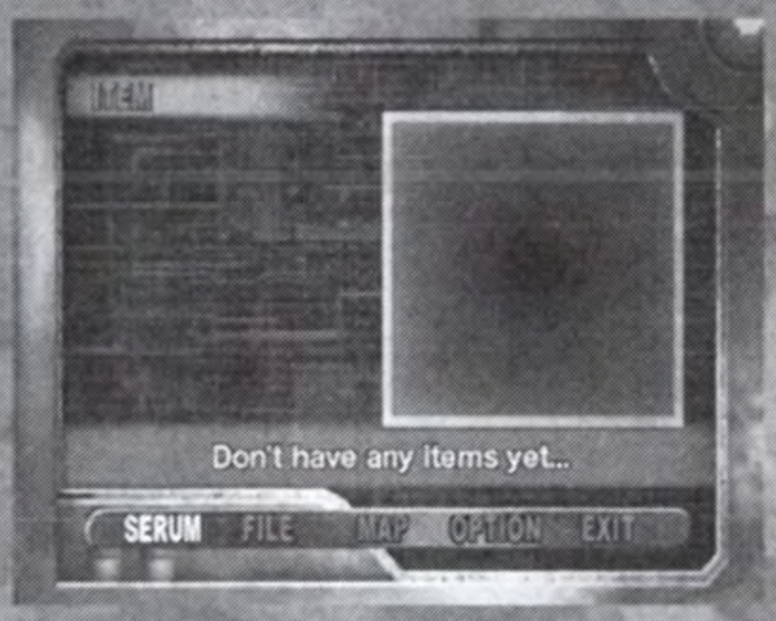
Options

The different types of setups can be done here.
Use the direction buttons, up, down, left, and right, to select and press the × button to confirm.



■ **Key Config**	5 types of controller setups to select from, A, B, C, D, and E.
■ **Vibration**	Turns the controller vibration function On/Off.
■ **Map Rotation**	Turns On/Off the rotation of the map displayed in the top left corner of the screen during movement.
■ **BGM Volume**	Controls the music volume.
■ **SE Volume**	Controls the sound effects volume.

Items

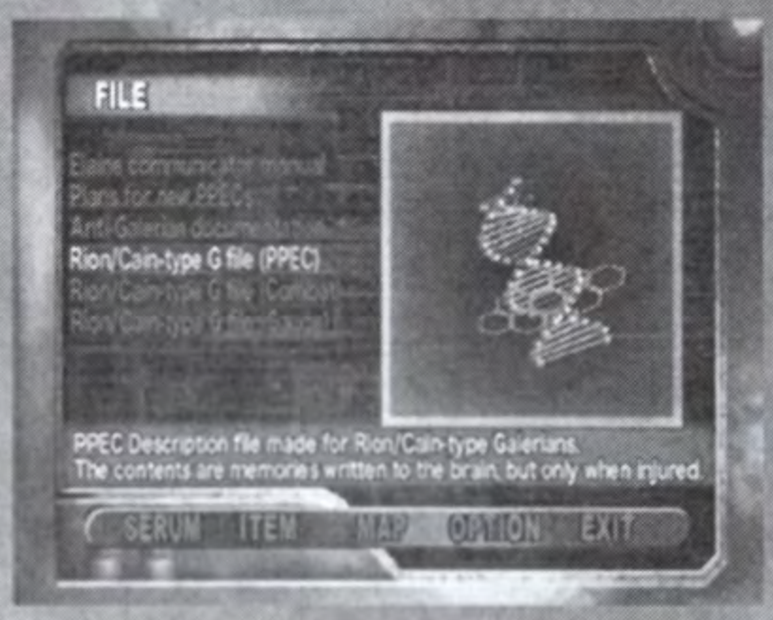


Select the item to be used by moving the directional buttons up or down, and press the × button to utilize.

Maps

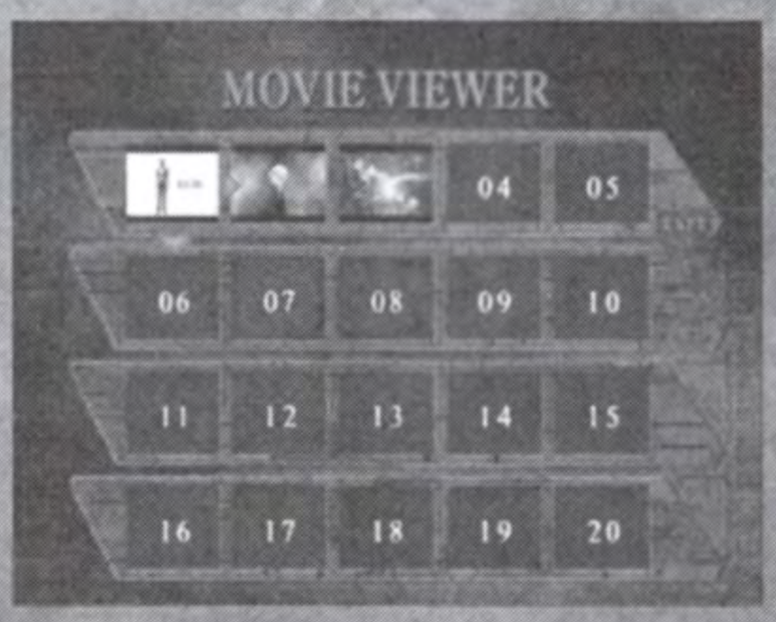
Select the map to be displayed by moving the directional buttons up or down. Your position is displayed as a red triangle.

Files



Select the file to be displayed by moving the directional buttons up or down, and press the × button to display.

Movie Viewer



You can replay movies that you have already seen once.
Select the thumbnail of the movie to be viewed by moving the directional buttons up or down, and press the × button to play.

Game Tips

Locking On 01

Are you locking on?

When foes appear, aggressively lock on to them. Rion's psychic powers will certainly hit their targets.

Blank-Range NALCON 02

Use blank-range NALCONs!

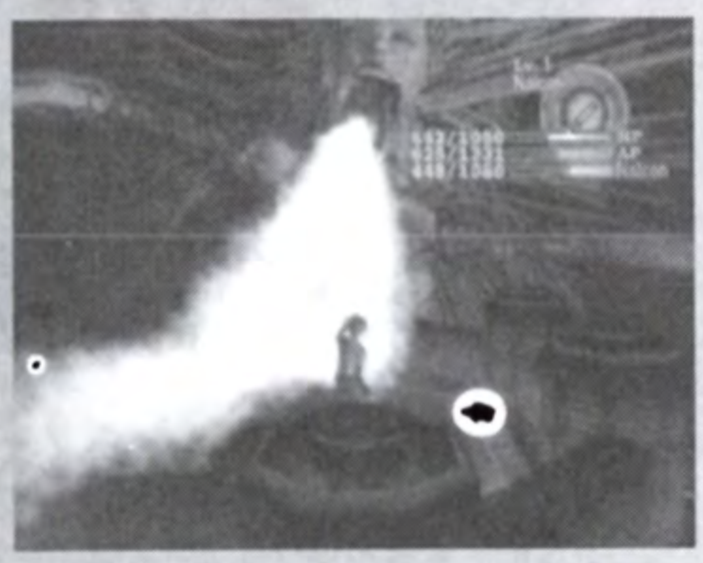
Single shots of NALCON at blank-range are very effective and few enemies can defend it.
On top of this, if you can hit foes from behind, the damage will double.

↑ Waiting for foes that are down is another way also.

Shields 03

Try to use the shields

With every level gone up, the shield's protection against attacks from opponents goes up. When foes surround you or if you get in to a tight corner, try using the shields. Since the AP increases when shields are utilized, if Rion shorts, then you can defeat most opponents anyway.



Canceling Psychic Powers 04

Canceling psychic powers

If you are in the midst of accumulating psychic powers and you press the R1 button, then the accumulation will be aborted.
This is effective at a moments notice.

Aborting Movies 05

Aborting movies

If you press the START button during a movie, then the movie can be aborted.

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THE LAST GALERIANS

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